

Installation

Apply the patch

ROM/ISO Information

Name	Line Attack Heroes (Japan) (Wiiware).wad
Size	47112320
CRC	9C11CB41

First of all, you will need to prepare the Japanese wad file of the game by yourself.

Then download the xdelta patcher to apply the patch:

- Open the software.
 - Enter the paths of your original wad, your patch, and the name you want to give the translated wad to.
- (Optional) You can also use ShowMiiWads if you want to further modify the wad, or check its region.

Play with Dolphin emulator

This method is the easiest of all, since Dolphin treats Wiiware like ISO. Simply put the wad in your games folder, and Line Attack Heroes will appear on the list. Emulation with Dolphin is pretty much perfect, and the game can be played with a classic controller, meaning you don't have to use a Wiimote if you don't have one. The patch being meant to be used on the real thing however, it has been primarily tested on real hardware.

Play on Wii (EmuNAND)

The preferred method to to play the game on the Wii is to install the game on an EmuNAND.

EmuNAND is a copy of your original NAND made on your USB drive; it has several advantages over using the real thing, including:

- Virtually no space limitation to install your games,
- No risk of bricking your Wii whatsoever,

- No region lock, and no risk of freeze for PAL users, as long as you chose the correct video mode in the game's settings.

While some games might have rare compatibility issues, this doesn't seem to be the case with Line Attack Heroes. One downside, however, is that the saving process might take much more time, leaving you with a black screen looking like the game froze (but is actually writing on the USB drive).

Step 1 Dump your NAND into EmuNAND:

If you already have dumped your NAND, please proceed to the next step "Install wad file on your EmuNAND".

USB Loader GX gives you the possibility to dump your NAND in its "Features" menu:

- Navigate to the "Dump NAND to EmuNand" option and click on it.
- Select "Everything" for the software to dump your NAND automatically.
- (be sure the folder USB Loader will dump the NAND to is located in your USB drive, not on your SD card).

Step 2 Install wad file on your EmuNAND:

You can use USB Loader GX built-in WAD manager, by selecting "Features" > "EmuNAND Wad Manager" in the menu.

An alternative method is to use ShowMiiWads, as it will give you easy overview of channels and wiiwares that are installed on your EmuNAND:

- Connect your USB drive to PC, open ShowMiiWads, and go to the "View" section.

You'll see that the software is currently set on "ShowMiiWads": change it to "ShowMiiNand" for the screen to get empty.

Go to "Options" and "Change Nand Backup Path": enter the path of your dumped NAND (default should be

"nands/USB_GX on your USB drive).

You will be taken to the list of the installed softwares on your EmuNAND, including the IOS, channels, Wiiwares and downloaded content.

Drag your Line Attack Heroes wad into the ShowMiiNand window: the bottom left of the window will show one file into queue, with the option of "Install" or "Discard" the Wiiware; select to "install" the wad into the EmuNAND.

- Disconnect your USB drive from your computer, and connect it back to the Wii.
- Go to USB Loader GX: click on the icon below to "Select loader mode".
- When prompted with the "Select titles sources" window, check "Emunand Channels" box, for Wiiware installed on your EmuNAND to show in your games list.
- USB Loader GX should now display the channels and Wiiwares on your EmuNAND: navigate to the letter "L" to find the "Line Attack Heroes" channel, ready to be played. Note: If you're playing on a PAL console, force video mode to "NTSC 480P", otherwise the game will freeze when pushing "Home" button. Also, set your "Nand Chan. Emulation" to "Full", or you might get a black screen.

User guide

Game story

The story takes place in a fictional world similar to medieval Japan, where the Shogunate is being threatened by a rebellion growing at the west.

You play as a wannabe warrior and meet Princess Tomoe, with whom you decide to travel, hoping the war against the rebels will help you improve your skills.

FAQ

Q. The game freezes when I push the "Home" button!
You are playing on a PAL console that has a different video mode than the one intended for the game, and

have either:

- Installed the game on real NAND (not recommended): install it on EmuNAND instead, or do not press "Home" inadvertently (note: this is not patch-related, as the unpatched version of the game will freeze just the same).
- Forgotten to set video mode to "NTSC 480P" on your loader before launching the channel from the EmuNAND.

Q. Save game is very slow on EmuNAND!

This is the only downside of using an EmuNAND, as save file gets written on the USB drive, making the process much slower (might just happen on some drives though). Don't worry, the game is not frozen, and will resume after a few seconds (usually around 20).

Q. The intermission sentences feel a bit random?

That's because they are! The intermissions dialogs are a mix of two or three "generic" sentences, picked in hundreds created by the programmers.

When a mission starts, depending of its purpose, the software "shuffles" the sentences, which can lead to dialogs that can tend to be a bit cryptic from time to time.

Q. I seem to recall the NPC having names?

Truth is the NPC get random names everytime you start a new savefile: I started by translating some of these 2932 names, but soon realized most of them were composed of two or three characters, which led to very unsatisfactory combinations (after all, there's not much you can do with so few letters).

So I decided, since these names were randomly chosen anyway, to delete these information and make the tiles showing them invisible: I don't think the game suffers from that loss, and hope you won't mind this small downgrading I had to make.

Q. What is that "stamps" feature all about? This wasn't in

the Japanese version?

Original version of the game used shuffled combinations of nouns and adjectives to give you rank which, associated with very little room for words (sometimes just one character) led to very odd translation.

So, I decided to replace the kanjis with pictures representing the words: for example the "神" (holy) character is replaced with a symbol of an angel, while "クマの友達" (Bear's friend) is now a bear icon.